

SPARK 236

(Matrix Code: **SPARK236.00** for StartOver.xyz game.)

DISTINCTION: Collaborative Invention creates belonging.

NOTES: Do you ever feel left out? You just can't figure out how to fit in? Do you ever long to belong? Wanting to be at the center of the action in a Team or group? Did you ever sit back in your chair, hold yourself down, agree with everything, be patient, be adaptive, hoping you would eventually be 'discovered' by those creating the cool stuff, thinking that by being nice they would include your hidden talents in their Team? How painful is that? How much life slips by while you pretend to be happy watching those who 'belong' play full out?

This 'Waiting Game' is a [Survival Strategy](#) that feeds your [Gremlin](#). First you assume that who you are should matter to other people, that what you have to offer would impress others if they were only aware enough to see it. After a certain time of not belonging, you go for [Revenge](#). All those times they neither saw you, nor appreciated you, fuels your stories that it is okay to hate them, to reject them for rejecting you.

Something completely different from this is possible right now. The secret is to discover that those who look as if they 'belong', or 'have authority', or are 'at the center of things' do not feel like they belong. They do not even care about 'belonging'. They are focused on something else entirely. 'Longing for belonging' comes from your Child Ego State [contaminating](#) your [Adult Ego State](#). It is filled with [incomplete emotions](#) from the past.

Looking for a 'sense of belonging' is a [Victim](#) orientation because you depend on what the other people do to 'prove' to you that you 'belong'. The force that creates 'Adult belonging' is not 'belonging' at all. It is Teamwork. Teamwork is born out of 'Collaborative Invention'. '[Collaborative](#)' means 'co-creating with others in your [Team](#)'. '[Invention](#)' means 'creating something out of nothing'. Invention includes risk-taking, stepping over the [Edges](#) into the [Unknown](#), taking a [Stand](#) for the inconceivable, making 'impossible' promises and [keeping them](#), fully [Committing](#) to the groundlessness of the [Void](#), and learning to [Fly](#). Shared adventure causes people to belong to each other because they [Experience](#) simultaneous [Liquid States](#).

Collaborative Invention starts with [Radically Relying](#) on [Infinite Resources](#) and includes calling forth the best in each other. Two or more people are never exactly equal in their raw Invention power. However, it is relatively easy to [Notice](#) what is working and what is not working in an [Invention Space](#), and to fill in or handle whatever you see is not working. Perhaps the documentation is not complete, clear enough, or fast enough to be useful, so you jump in and cause better documentation. Perhaps two people trigger each other's [Box Reactivity](#), so you [Pirate](#) one of them as your partner forcing the other to take a new partner, or to take a break. Perhaps a mess needs to be cleaned up in the back-end of the program, so you write an APP and get it operational without even asking. Perhaps what the Team needs is home-made chicken soup, so you cook up a big pot and serve it NOW, instead of waiting until 'lunch time'.

The possibilities for improving your Collaborative Invention skills are endless. When you provide Value for the Team in the Team's perspective, this is high-level

collaboration, and [High Level Fun](#). Then you gain a [Free And Natural Adult](#) sense of belonging, not a Child Egostate neediness to 'belong', to be 'taken care of', or to be 'recognized' by external authority figures.

Your jobs to do are the jobs you see need doing. No one else sees those jobs the way you see them. The reason you see that a job needs to be done is because it is your job to do. In [Archiarchy](#), [jobs and money](#) do not come from someone else. They come from Collaborative Invention. Building out [your part of Archiarchy](#) gives you [Agency](#) in the [territory you just built out](#). Agency in new territory has a high [Nonmaterial Value](#). Agency is not a zero-sum-game, meaning, if you gain Agency, your new Agency does not diminish other people's Agency. There is no top-end to Agency. Agency is not scarce. By supporting others to gain Agency, you create an abundance of new Nonmaterial Value out of Nothing. This is pure Archiarchal [Magic](#). You automatically belong with the others because you built and inhabit the new Space together.

EXPERIMENTS:

SPARK236.01 DO THE EMOTIONAL HEALING PROCESS (EHP) ABOUT FEELING LIKE YOU DO NOT BELONG IN YOUR FAMILY OR CHILDHOOD Neutrally [Self Observe](#) your subtle behaviors in the groups and teams of your life. Make abundantly clear notes in your [Beep! Book](#) about your [stories](#), [prejudices](#), [inner comments](#), [judgements](#), and [conclusions](#) about you not belonging. Use each note as a [Doorway](#) for one or more Emotional Healing Process (EHP) either with a paid [Possibility Coach](#) or through the online [EHP Collaboration Group](#) on [Telegram](#). This is rapid [healing](#).

SPARK236.02 PROVIDE VALUE FOR A TEAM IN THE TEAM'S PERSPECTIVE Choose one of your Teams. In meetings, keep asking the Team what it wants or needs to feel more successful as a Team. Distill what they say into two or three measurable action steps that could be taken. Choose one and make it your personal 'change initiative' for the Team. Instead of trying to get what you need out of the Team, shift from being a consumer to being a provider and feed your Team what it needs to fly.

SPARK236.03 DO WHATEVER IT TAKES TO BECOME ABSURDLY EFFECTIVE AT COLLABORATIVE INVENTION Do all of the Experiments at the [Invention](#) website. Be innerly fanatical about [Practicing](#) and visibly improving your Invention skills. Do the same with learning [Collaborative Communication](#). This is ecstatic learning! After 3 months of radical [Practice](#), use your new talents in a Team project. Do not at first say what you are doing. Instead allow others to directly experience the [Results](#) of Collaborative Invention. Celebrate your victories, even if you cannot explain them.

SPARK236.04 GAIN AGENCY BY BUILDING OUT YOUR NEW TERRITORY IN ARCHIARCHY Every facet of modern culture's infrastructure needs to be reinvented or killed, otherwise it will blindly continue to [exterminate all life on Earth](#). This is important work. Archiarchy is new territory. There is a part of Archiarchy that especially you can build out as a [Gameworld Builder](#). Learn to [Cavitate](#), [Inhabit](#), and [Navigate](#) new [Gameworld](#) spaces in Archiarchy. Build the Gameworld you would love to live in.

SPARK236.05 SUPPORT OTHERS TO GAIN AGENCY Write [Articles](#), build a [Website](#), give [WorkTalks](#) and [Workshops](#) about '*Building Out New Territory In Archiarchy*' so as to empower others to gain [Agency](#) in their [Specialty](#). You cannot predict their part in building out Archiarchy, but you can encourage people to finally bring their vision to life. Use group intelligence by asking edgy questions that educe (call forth) copyleft answers which you and everyone can then use. Collaboratively Invent each other's' Agency. This is a [Nonmaterial Value](#) of immense worth.